

## LOADING THE GAME

- Side 1 contains the Standard version of the game followed by the Lakes courses.
- Side 2 contains the Expert version of the game followed by the Lakes courses.
- Side 3 contains additional courses: Coasts
- Side 4 contains additional courses: Docks

To play the game, load Standard version (side 1) or Expert version (side 2) as follows:

464: RUN" (ENTER)

664/6128: !TAPE (ENTER) RUN" (ENTER)

When the message: "REWIND TAPE TO REQUIRED COURSE AND PRESS PLAY" appears, leave the tape running and the Lakes courses will load automatically.

When the music starts and OPTIONS are displayed, the game is ready to play.

## CONTROLS

Player 1

Z or joystick left  
X or joystick right  
C or joystick fire

Press P to pause game.

LEFT  
RIGHT  
THRUST

Press Q to quit game.

Player 2

f1 or /  
f2 or  
f3 or SHIFT

## LOADING ADDITIONAL COURSES

You don't need to read this until you've played a few games.

To load Coasts (side 3) or Docks (side 4), select "LOAD NEW COURSES" from OPTIONS, then rewind and play the tape.

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*"This is an amazing computer simulation! — but nothing can beat the pure thrill of the real thing."*

David Darling

Why not try it where we did our research?

Lakeside & Watersports Club

Mill Dam Lane

Mill Street

St. Osyth

Essex      Tel: 0255 820535

Programming	Philip & Andrew Oliver
Music	David Whitaker (Spectrum)
Music	Jon Paul Eldridge (Amstrad)
Plus Concept	Bruce Everiss
Illustration	Gavin MacLeod
Cover Design	David Darling/Nigel Fletcher
Research	David Darling/Julie Coombes



*David and Richard Darling first started writing computer games when they were in their early teens and still at school. They duplicated the cassettes themselves and sold them mail order by taking small advertisements in magazines.*

*From these beginnings David and Richard became contract programmers. They wrote and sourced games for major software houses, many of these games were major best sellers.*

*In October 1986 the Darlings set up Code Masters, their own company. From the beginning they were determined to sell only the best possible games at the lowest possible price. One title, BMX Simulator, went on to become one of the world's best selling games.*

*In less than a year Code Masters had a string of top ten hits to its name. The company was the best selling software house in Britain. David and Richard are now 21 and 19 years old and are determined to continue what they do best: producing top selling computer games.*



### Made in England

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Design & Artwork - NIGEL FLETCHER